

PATENT ABSTRACTS OF JAPAN

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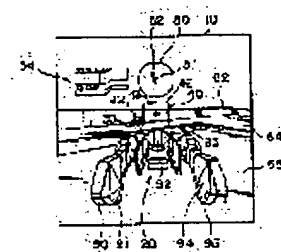
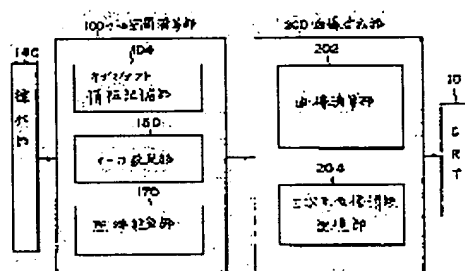
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(54) GAME APPARATUS HAVING SIMULTANEOUS PLAYING FUNCTION

(57)Abstract:

PURPOSE: To provide a three-dimensional game apparatus which enables aiming at a target easily within a virtual three-dimensional space.

CONSTITUTION: According to this invention, a game space is set with a game space computing section 100 and a pseudo three-dimensional image is synthesized with an image synthesizing section 200 to output an image on a CRT 10. In this case, a marker 30 is displayed on the pseudo three-dimensional image by setting with a marker setting section 150. In this case, the marker 30 is displayed at position corresponding to positional information of an enemy futuristic tank 20 even when a visual field is intercepted to the enemy, futuristic tank 22 from a players own futuristic tank 20. Thus, the players own futuristic tank 22 always is confronted with the enemy futuristic tank 22 regardless of obstacles, mist and the like thereby facilitating attacks.



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[0102] Moreover, it is possible to change the shape and so forth of the marker 30 by the marker changing section 156 based upon, for example, the target state information indicating the direction to which the enemy is looking. In this case, the shape of the marker 30 is shown by the arrow, etc., indicating the direction to which the enemy is looking, so that the target state information is visually expressed. Thus, a player can immediately grasp the direction of the enemy, therefore, when the enemy's gun barrel does not point to the player's machine, he/she can promptly starts to attack the enemy, using the timing as an offensive chance. On the contrary, when the enemy's gun barrel is directed to the player's machine, and the player's shield points left low, the player can move to the action of escape, immediately.

[0103] It is also possible to represent the target state information indicating the number of remaining missile of enemy by the diagram in the shape of missile, and to position the diagram around the marker 30. Thus, the target state information can be expressed visually.

[0104] Figs. 20 (A) and (B) show an example of variation of shape and displayed position of the marker 30 based upon the enemy's position information. This example corresponds with the before-explained Figs. 12 (A) and (B). In Fig.12, when the enemy's future tank is outside of display area 2, the marker is no longer displayed. As a result, there is no other way for the player to detect the enemy's position than using the enemy position detecting radar 50. On the contrary, in Fig.20 (B), when the enemy's future tank 22 is outside of the display area 2, the marker 30 is displayed at the position M that corresponds with the direction in which the enemy exists in the peripheral portion of a screen. In addition, in this case, the shape of the marker 30 is changed into the shape indicating the direction in which the enemy's future tank 22 exists, therefore, the player can visually grasp the enemy's existing direction. Figs. 11(a) and (b) schematically show the technique of setting of the marker 30. The marker setup enables the player to grasp the enemy's position easily whether the enemy's future tank 22 is inside of the display area 2 or not. As shown Figs. 20 (A) and (B), the marker is displayed at the position of M where the enemy is outside of the player's view. Thus, the player, who follows the enemy's future tank 22 moving, does not have to move his/her eyes to the portion of the enemy position detecting radar 50 in order to confirm the enemy's position again. As a result, the player can successively follow and attack the enemy's future tank 22 without changing the direction of his/her eyes.